



Barbarian 1	
CLASS & LEVEL	
Half-Orc	Outlander
RACE/ANCESTRY/HERITAGE	BACKGROUND
<b>STR</b> <b>+3</b> 17	<b>PROFICIENCY BONUS</b> <b>+2</b>
<b>SAVING THROWS</b>	
+5 Strength Saves * +1 Dexterity Saves +4 Constitution Saves * -1 Intelligence Saves +1 Wisdom Saves +0 Charisma Saves	
<b>DEX</b> <b>+1</b> 13	<b>ARMOR CLASS (AC)</b> <b>INITIATIVE</b> <b>13</b> <b>+1</b>
<b>CON</b> <b>+2</b> 15	<b>SPEED</b> <b>30 ft.</b>
<b>INT</b> <b>-1</b> 8	<b>HIT POINTS</b> <b>14</b>
<b>WIS</b> <b>+1</b> 12	<b>HIT DICE</b> <b>1d12</b>
<b>CHA</b> <b>+0</b> 10	<b>DEATH SAVES:</b> Success O O O Fail O O O
<b>WEAPON &amp; UNARMED ATTACKS</b>	
<b>Basic Attack.</b> One target per Attack action.	
<p><b>Greataxe.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d12+3 slashing damage. (Must be used two-handed.)</p>	
<p><b>Handaxe.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)</p>	
<p><b>Javelin.</b> <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft. <i>Hit:</i> 1d6+3 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)</p>	
<b>MAGIC, FEATS &amp; SPECIAL ATTACKS</b>	
<b>Rage.</b> Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.	

## CLASS

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### Barbarian Class Features [PHB p. 46]

- Rage (2/day)
- Unarmored Defense (AC)

## BARBARIAN RAGE

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### Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.

## EQUIPMENT & TREASURE

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**Carried Gear [PHB, p. 143]:** greataxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

## PROFICIENCIES & LANGUAGE

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**Armor:** light armor, medium armor, shields  
**Weapons:** simple weapons, martial weapons  
**Tools:** musical instrument (flute)  
**Saving Throws:** Strength, Constitution  
**Skills:** Animal Handling, Athletics, Intimidation, Nature, Survival  
**Languages:** Common, Orc, Draconic

## RACE

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### Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 15 years old
- Medium Size (5' 5", 110 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

**Coins & Gems:** 3 gold pieces (gp); 45 silver pieces (sp); 57 copper pieces (cp); 3 gems (worth 10 gp each)